

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently amended) A shooting game machine, comprising:

a target unit including ~~a plurality of targets~~ to be aimed at by a game player;[[,]]

a shooting unit provided at a position facing the target unit and operable by a game player to cause a game medium to fly while selectively aiming at any of the ~~plurality of targets~~[[,]];

display units for displaying values corresponding to the targets by codes, each of the display units being provided adjacent to and in correspondence with [[the]] a respective one of the targets; ~~for displaying values corresponding to the targets by codes,~~

value setting means for setting the values to be displayed on the display units[[,]];

jackpot setting means for setting a jackpot position among the display units corresponding to the targets and for setting a jackpot value on a particular one of the display units; ~~selectively changed in time direction,~~

hit detecting means for detecting [[the]] a hit of the game medium at a given one of the target, targets; and

a dispenser for paying out a material corresponding to the value displayed on the display unit corresponding to the ~~hit target~~ given one of the targets when the game medium hits said given one of the targets target.

2. (Currently amended) A shooting game machine according to claim 1, further comprising:

presentation display units provided in correspondence with the display units for making a presentation display of a flame[[,]]; and

[[a]] presentation display control means for causing each presentation display unit to make the presentation display of the flame and causing it to stop the presentation display when the game medium hits the target corresponding to [[this]] said presentation display unit.

3. (Currently amended) A shooting game machine according to claim 1, wherein each of said display units ~~display unit~~ displays a score set by the value setting means and displays the jackpot value set by the jackpot setting means by a code representing a special high score.

4. (Currently amended) A shooting game machine according to claim 1, further comprising a jackpot score display unit for displaying [[the]] a special high score as the jackpot value.

5. (Currently amended) A shooting game machine according to claim 1, wherein the value setting means randomly displays a plurality of scores prepared in advance on the display units corresponding to ~~[[the]]~~ respective ones of the targets.

6. (Currently amended) A shooting game machine according to claim 1, wherein the value setting means randomly displays display times of the scores to be displayed on the display units corresponding to ~~[[the]]~~ respective ones of the targets.

7. (Currently amended) A shooting game machine, ~~according to claim 1, further~~ comprising:

a target unit including targets;

a shooting unit provided at a position facing the target unit and operable by a game player to cause a game medium to fly while selectively aiming at any of the targets;

display units each being provided in correspondence with a respective one of the targets;

value setting means for setting the values to be displayed on the display units;

jackpot setting means for setting a jackpot value on a particular one of the display units;

hit detecting means for detecting a hit of the game medium at a given one of the targets;

a dispenser for paying out a material corresponding to the value displayed on the display unit corresponding to the given one of the targets when the game medium hits said given one of the targets; and

aim detecting means for detecting an aiming direction by the shooting unit, wherein the said jackpot setting means determines determining a one of the targets target where the special high score where the jackpot value is to be set depending on a detection content of the aim detecting means.

8. (Currently amended) A shooting game machine according to claim 1, wherein:

the plurality of targets are arrayed in vertical directions[[,]];:

game medium receptacles having openings of the same shapes as the targets are provided before [[the]] respective ones of the targets[[,]];:

the shooting unit discharges the game medium in ~~an angle~~ a discharge direction which is inclined at an angle upward [[than]] from a horizontal direction[[,]]; and

the value setting means sets a high probability of setting relatively higher scores for the upper targets.

9. (Currently amended) A shooting game system, comprising a plurality of shooting game machines, each of said shooting game machines including:

a target unit including ~~a plurality of targets~~ to be aimed at by a game player ~~and~~ that are arranged in vertical directions and incorporated into one casing[[,]];

a shooting unit provided at a position facing the target unit and operable by [[a]] the game player to cause a game medium to fly while selectively aiming at any of the ~~plurality of targets~~[[,]];

display units for displaying values corresponding to the targets by codes, each of the display units being provided adjacent to and in correspondence with [[the]] a respective one of the targets; ~~for displaying values corresponding to the targets by codes~~;

value setting means for setting the values to be displayed on the display units[[,]];

jackpot setting means for setting a jackpot position among the display units corresponding to the targets and for setting a jackpot value on a particular one of the display units; ~~selectively changed in time direction~~;

hit detecting means for detecting [[the]] a hit of the game medium at a given one of the target, targets; and

a dispenser for paying out a material corresponding to the value displayed on the display unit corresponding to the hit target given one of the targets when the game medium hits said given one of the targets target, ~~wherein the said~~ jackpot

setting means ~~sets the~~ setting a special high score at any one of all of said targets of the plurality of shooting game machines.

10. (Original) A shooting game system according to claim 9, wherein the shooting game system comprises two shooting game machines.

11. (Currently amended) A shooting game system according to claim 9, wherein, when ~~[[the]]~~ a target where the special high score is set is hit on a specific condition, the jackpot setting means newly sets the special high score at any one of the targets of the ~~[[same]]~~ target unit of a same game machine other than the target where the special high score was previously set.

12. (New) A shooting game machine, comprising:

a target unit including to be aimed at by a game player;

a shooting unit provided at a position facing the target unit and operable by a game player to cause a game medium to fly while selectively aiming at any of the targets;

display units for displaying values corresponding to the targets by codes, each of the display units being provided adjacent to and in correspondence with a respective one of the targets;

value setting means for setting the values to be displayed on the display units,

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jackpot setting means for setting:

a jackpot position among the display units corresponding to the targets;

a jackpot value on one of the display units; and

a jackpot appearing time during which a jackpot appears with the set jackpot value at one of the display units;

hit detecting means for detecting the hit of the game medium at the target;

hit detecting means for detecting a hit of the game medium at a given one of the targets; and

a dispenser for paying out a material corresponding to the value displayed on the display unit corresponding to the given one of the targets when the game medium hits said given one of the targets.

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13. (New) A shooting game machine according to claim 12, further comprising aim detecting means for detecting an aiming direction of the shooting unit, the jackpot setting means determining the jackpot appearing time on a one of the targets where a special high score corresponding to the jackpot value is to be set based on a detection result of the aim detecting means.

14. (New) A shooting game machine according to claim 13, wherein the jackpot setting means determines the jackpot appearing time on the one of the targets

where the special high score is to be set based on a detection result of the aim detecting means regarding whether the shooting unit aims at the target on which the jackpot setting means determines the appearance of jackpot.

15. (New) A shooting game machine according to claim 13, wherein the jackpot sitting means determines the jackpot appearing time on the one of the targets where the special high score is to be set based on a detection result of the detecting means regarding whether the shooting unit aims at the target on which the jackpot setting means determines the appearance of jackpot and whether the shooting unit is loaded with the game medium.

16. (New) A shooting game machine according to claim 15, wherein the jackpot appearing time is set shorter when it is detected that the shooting unit is aiming at the target associated with jackpot and the shooting unit is loaded with the game medium than when the shooting unit is not aiming at the jackpot target.

17. (New) A shooting game machine according to claim 15, wherein the jackpot appearing time is set shorter when it is detected that the shooting unit is aiming at the target associated with jackpot and the shooting unit is loaded with the game medium than when the shooting unit is not loaded with the game medium.